**Quick outline/plot points:**

1. **Meet Zev**
   1. **Understand Zev’s problem of mixed NPC and Chaos**
   2. **Understand his recent failure of a long quest chain that took over 2 years to only fail in the end**
2. **Zev saves Captain Kit**
   1. **Kit’s cargo was destroyed**
   2. **Kit has a delivery quest that is in jeporady**
   3. **Secretly, Kit has the only item that needs to be deliverd on her. She takes peeks at the tiny magical animal in her pocket.**
3. **Zev exposes that he is the Magistrate only because he has been helping this town for over 5 years. Unconcerned with the Captain’s motives, Zev orders his village to make a ship ready for departure as soon as the storm passed.**
4. **Zev and Kit take a short Ocean trip that allows them to review their own status and quests.**
5. **Zev and Kit arrive at the Port of Mu that leads to the underground Orc city of Imilo via a path into the mountain at the base of the port village.**
6. In the Port of Mu, Zev and Kit encounter a group of traders who warn them of the dangers of traveling to Imilo.
7. Zev and Kit ignore the warnings and make their way to the mountain path leading to Imilo.
8. On the mountain path, they encounter a group of bandits who demand they hand over their belongings.
9. Zev and Kit fight off the bandits and continue on their journey.
10. In Imilo, Zev and Kit must navigate the underground city and avoid detection by the Orcs.
11. They eventually find the Chaos Lord's lair and discover that the only way to defeat him is to find the Chaos Blade, which has been lost for centuries.
12. Zev and Kit embark on a new quest to find the Chaos Blade.
13. Along the way, they encounter various obstacles, including other adventurers and creatures controlled by the Chaos Lord.
14. Zev and Kit eventually find the Chaos Blade and return to Imilo to face the Chaos Lord.
15. In the final battle, Zev and Kit, with the help of the Chaos Blade, defeat the Chaos Lord and restore balance to the world.

* Name: Zev
* Age: 28
* Gender: Male
* Appearance: He has short, dark hair and sharp features. He wears a long black coat and has a silver amulet around his neck.
* Abilities: Zev is a powerful mage with control over elemental magic, including fire and lightning. He is also skilled in hand-to-hand combat and sword fighting.
* Personality: Zev is confident and self-assured, sometimes to the point of arrogance. He is a risk-taker and enjoys testing his limits. He can be sarcastic and dismissive towards those he sees as weaker or less skilled than himself, but he has a strong sense of loyalty to those he considers friends.
* Backstory: Zev grew up in a small village and discovered his magical abilities at a young age. He was trained by a powerful mage, who taught him to control his elemental powers. Zev left his village to seek out new challenges and hone his skills, eventually joining a group of mercenaries where he met Zoctor.

Name: Zev Class: Shadow Puppeteer Level: 15

Attributes:

* Strength: 8
* Dexterity: 18
* Constitution: 12
* Intelligence: 16
* Wisdom: 14
* Charisma: 10

Skills:

* Acrobatics: 18
* Stealth: 20
* Sleight of Hand: 14
* Arcana: 16
* Perception: 14
* Deception: 10

Talents:

* Shadow Tether (Rank 5): Allows Zev to cast a shadowy thread that can be used to grab, pull, or restrain targets.
* Shadow Slide (Rank 3): Allows Zev to create a shadowy slide that can be used to quickly descend from high places.
* Shadow Ensnare (Rank 2): Allows Zev to cast a shadowy trap that can ensnare and immobilize targets.
* Shadow Lasso (Rank 1): Allows Zev to cast a shadowy lasso that can be used to wrangle and pull targets.

Expanded Talents:

* Expanded Puppet Control (Rank 3): Allows Zev to control multiple shadow puppets at once, increasing his versatility in combat and espionage.

Equipment:

* Shadow Cloak: A black cloak that allows Zev to blend into the shadows and become invisible.
* Control Rings (x2): Rings that allow Zev to control his shadow puppets from a distance.
* Shadow Dagger: A sharp dagger made from shadowy material.

Notes:

* Zev is a shadow puppeteer who uses his talents to manipulate shadows and create shadow puppets for combat and espionage purposes.
* He is a skilled acrobat and stealth expert, able to move silently and quickly through any environment.
* Zev is intelligent and perceptive, using his knowledge of arcana and observation skills to solve puzzles and gather information.
* He prefers to work behind the scenes, using his shadowy abilities to accomplish tasks without drawing attention to himself.
* Zev is not particularly charismatic, and he struggles with social interactions and deception.

**Zev stood on the battlements that wrapped the edges of the seaside village town.**

**Endless waves crashed along the steep cliffs and narrow beaches.**

**Seagulls could be heard in the distance as if to match his mood.**

**The Palm trees swayed and swooshed in the torrential wind.**

**A big storm was coming.**

**Having just stormed out of the Sanctuary himself, he felt a kinship with the torrential weather front. Fuming at the result of the long quest chain and the last words from the Sage, he left the Castle.**

**Out on the battlements he lept to the fourth rampart and jumped off.**

**The cliff-face was an seven hundred foot granite sheer and that didn’t include the battlement itself.**

**Still pissed but not suicidal, he focused.**

**In a practiced move, he cast Shadow Slide with his left hand. At the same time, he flicked a Shadow Grapple at the pier below and jumped.**

**He fell for a moment, relishing the adrenalin and freedom. He plummeted at terminal velocity toward the rocky shoals below. The wind from the fall and the storm mixed and buffet him before he made his move.**

**He came up here to practice his Talents. He had just reached level 10, in Shadow Lasso. He’d been practicing his distance control because the Village Wise Woman Sage said this would likely help expand my menagerie of spells.**

**When she sold him the first two control rings for seven gold he was skeptical but that afternoon he was able to expand his control to four puppets at a fifteen-foot range.**

**He had to reach the magic number of twelve puppets before he could leave to complete his quest.**

**Besides, no one knew where the Chaos Lord was or even if they indeed existed at all.**

**Now sliding down the etherial black pathway toward the eighth pier pilon, he looked out at the Ocean again.**

**Just around the bend from the marina, a small ship was being tossed around in the unexpected weather surge.**

**It looked like the ship’s captain didn’t quite have the control to bring her in.**

**Acting quickly, Zev extended his Slide to the end of the pier and was there in a flash to cast his newly upgraded Shadow Grapple.**

**In a flick, Zev grabbed the ship and secured it the pier. In another quick maneuver, Zev cast Shadow Net.**

**“And now comes the hard part”, Zev grunted.**

**Making sure the magical tethers were in place, he cast Shadow Pulley. He hadn’t perfected this technique yet, but with his 35 strength he could make up the difference.**

As Zev pulled the ship towards the pier, he noticed a strange symbol etched on the hull. It was a symbol he had seen before, but couldn't quite place where. Suddenly, the ship started to tremble and shake, and Zev knew he had to act fast. He concentrated and cast a powerful Shadow Shield around the ship, just as it exploded in a shower of sparks.

As he looked on in shock, he saw a figure emerging from the debris. It was a woman, dressed in a tattered cloak, with a wild look in her eyes. She stumbled towards Zev, and he could see she was badly injured.

Without a second thought, Zev scooped her up in his arms and ran towards the village. He knew there was only one person who could help her now: the Wise Woman Sage.

As he burst through the doors of the Sage's hut, he could see her eyes widen in surprise. "Zev, what have you brought me?" she exclaimed.

"This woman needs your help," Zev replied, gently laying her down on the bed.

The Wise Woman Sage looked at the woman intently, and then turned to Zev. "This woman is no ordinary person," she said gravely. "She carries with her a great power, and a great danger."

Zev's heart raced as he realized the enormity of the situation. He had stumbled upon something far greater than he had ever imagined. As he looked at the woman lying before him, he knew that he was in for the adventure of a lifetime.

**Name:** Zev

**Race:** Turbid NPC (Earth origin - Unique Race - See Quests)

**Class:** None

**Level:** 1

**Experience:** 0/1000

**Health Points:** 100/100

**Mana Points:** 50/50

**Strength:** 10

**Dexterity:** 8

**Intelligence:** 12

**Wisdom:** 6

**Charisma:** 5

**Skills:**

* Shadow Tether (Level 1)
* Shadow Slide (Level 1)
* Shadow Ensnare (Level 1)
* Shadow Lasso (Level 1)
* Expanded Puppet Control (NPC Blocked: See Prime Vassal Quest to Unlock)

**Talents:**

* Shadow Tether Mastery (Level 1)
* Shadow Slide Mastery (Level 1)
* Shadow Ensnare Mastery (Level 1)
* Shadow Lasso Mastery (Level 1)

**Inventory:**

* Basic clothes
* Small pouch with 10 gold coins

Note: Due to Zev's unique race and hybrid status as an NPC, he is unable to see certain parts of his character sheet until he completes certain quests. The description of some of his skills and talents is also obscured with the message "NPC Blocked: See Prime Vassal Quest to Unlock".

Simple outline:

I. Introduction

* Introduce Zev and establish his motivations for leaving the Sanctuary.
* Describe the setting of the seaside village town where he is standing on the battlements.
* Establish the stormy weather and the approaching storm.

II. Zev's Talents

* Describe Zev's Talents and his current level of proficiency.
* Mention his quest to reach level 12 to expand his menagerie of spells.
* Describe the Village Wise Woman Sage and her role in Zev's training.

III. Zev saves a ship

* Describe Zev's discovery of the ship being tossed around in the stormy weather.
* Show his quick decision to act and his use of his Talents to save the ship and its crew.
* Introduce the strange symbol on the ship's hull and show Zev's realization that it is familiar.

IV. Kit's Arrival

* Introduce Kit and describe her injuries.
* Show Zev nursing Kit back to health and their growing friendship.
* Describe Kit's mission to stop a rogue wizard in the Orc city.

V. Journey to the Orc city

* Show Zev's decision to accompany Kit to the Orc city.
* Describe their journey, including any obstacles they encounter.
* Mention the passing of time during the journey.

VI. Arrival at the Orc city

* Describe the appearance of the Orc city and its inhabitants.
* Introduce Zoctor and show his initial skepticism towards Zev and Kit.
* Show their eventual alliance and Zoctor's agreement to help them stop the rogue wizard.

VII. Confronting the Rogue Wizard

* Describe the confrontation with the rogue wizard and any battles that occur.
* Show Zev's use of his Talents to help defeat the rogue wizard.
* Describe the aftermath of the battle and any consequences for Zev, Kit, and Zoctor.

Suggestions for adding missing details:

* Add more specific details about Zev's Talents and how they work.
* Include more information about the Wise Woman Sage and her role in Zev's training.
* Add more details about the journey to the Orc city, such as any specific locations they pass through or any dangers they encounter.
* Describe the appearance and culture of the Orc city and its inhabitants in more detail.
* Include more information about the rogue wizard, such as their name, motivation, and powers.
* Show the consequences of the battle with the rogue wizard and how it affects Zev, Kit, and Zoctor.

**Reflections:**

1. Add some more fantastical elements to the story. This could include magic, mythical creatures, or mysterious artifacts. Consider how these elements could influence the plot and the characters' journeys.
2. Introduce some high-stakes conflict to raise the tension and make the story more exciting. This could include a villain who is seeking to do harm to the world, a powerful artifact that must be recovered, or a race against time to stop a catastrophic event.
3. Develop the characters more fully to make them more relatable and engaging for the reader. Give them distinct personalities, strengths, and weaknesses, and make sure that their motivations and actions are clear and understandable.
4. Consider adding some game-like elements to the story, such as experience points, leveling up, and quests. This can help to give the story a more "litrpg" feel.
5. Make sure that the pacing of the story is appropriate, with enough action and conflict to keep the reader engaged, but also with quieter moments for character development and reflection.
6. Include more game elements: Consider adding more game-like elements to your story, such as stats, levels, quests, and items. This can help make the story feel more immersive and engaging for litRPG fans.
7. Add more action: LitRPG fans tend to enjoy action-packed stories, so consider adding more battles and fights to your story. You could also add more suspense and tension to keep readers on the edge of their seats.
8. Create more complex characters: Make sure your main characters are more complex and have more depth. Consider adding backstory, personality traits, and flaws to your characters to make them more relatable and interesting to readers.
9. Create a unique game world: Develop a unique game world with its own rules, lore, and history. Consider adding new races, factions, and kingdoms to your story, and create a rich and immersive world that readers will love to explore.
10. Add humor and pop culture references: LitRPG fans tend to enjoy humor and pop culture references, so consider adding some to your story. This can help make your story more relatable and enjoyable for readers.

**Simple summary:**

Zev stood on the battlements that wrapped the edges of the seaside village town. Endless waves crashed along the steep cliffs and narrow beaches. Seagulls could be heard in the distance as if to match his mood. The palm trees swayed and swooshed in the torrential wind. A big storm was coming.

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Zev's heart raced as he realized the enormity of the situation. He had stumbled upon something far greater than he had ever imagined. As he looked at the woman lying before him, he knew that he was in for the adventure of a lifetime.

The woman's name was Kit. After nursing her back to health, Kit told Zev of her mission to the Orc city to stop a rogue wizard who was planning to

release a powerful curse that could devastate the entire land. Kit had heard rumors of a powerful artifact that could stop the wizard, and she believed that it was hidden somewhere in the Orc city. Zev, intrigued by the potential rewards of such a quest, agreed to accompany Kit on her mission. They traveled for days through the dense forest, avoiding bandits and dangerous creatures along the way. Finally, they arrived at the Orc city, where they hoped to find the artifact and stop the rogue wizard before it was too late. As they made their way through the bustling streets, they heard whispers of a powerful sorcerer named Zoctor who could help them in their quest. Kit suggested that they seek him out, and Zev agreed, eager to learn more about the enigmatic figure.

Zev spent the next few days recuperating in the Orc city, under the care of Kit and Zoctor. As he recovered, he found himself increasingly drawn to Kit's adventurous spirit and the tales of her travels on the high seas.

Despite her missing eye and the injury she had suffered at the hands of the Chaos Cultists, Kit's eyepatch didn't belie her robust Captain attitude. Once healed, she was back to commanding her crew and organizing the defense of the city with gusto. Zev could see that she would obviously be an advantageous companion for the moment.

One day, while Zev was strolling through the city, he came across Kit and Zoctor in a heated discussion. They were talking about a mysterious artifact that had been stolen from the Orcs some years ago, and the dire consequences that could result if it fell into the wrong hands. Zoctor had received word that the artifact was now in the possession of the Chaos Cultists, and he was urging Kit to help him retrieve it.

Kit was hesitant at first, but Zev could see the fire in her eyes as she considered the challenge. Without a second thought, he stepped forward and offered to help. He had a feeling that this was the kind of adventure he had been waiting for, and he was eager to prove himself to his new companions.

Over the next few days, they made preparations for the journey, gathering supplies and weapons and planning their approach. Zev was surprised at how quickly he had become an integral part of the team, and how much he enjoyed the company of Kit and Zoctor.

Finally, they set out on their mission, traveling through treacherous terrain and facing many dangers along the way. But with Kit's leadership, Zoctor's knowledge, and Zev's skills, they managed to overcome every obstacle.

At last, they reached the hidden stronghold of the Chaos Cultists, and launched a daring raid to retrieve the stolen artifact. Despite the odds against them, they emerged victorious, and Zev felt a thrill of pride at their success.

As they made their way back to the Orc city, Kit turned to Zev and gave him a wry smile. "Looks like you're turning into quite the adventurer," she said. "I think you're going to fit in just fine."

Zev grinned back at her, feeling a sense of belonging that he had never experienced before. With Kit and Zoctor by his side, he knew that there was no challenge they couldn't face together.

---------------------------------------sac scrap------------------------------------------------------

The Space Between Time

Zev, Master Puppeteer and Chaos Seed, stood upon the ramparts that bordered the seaside village. The tumultuous waves of the ocean crashed against the cliffs with a thunderous roar, sending salt spray high into the air. The seagulls cried out mournfully, heralding the approach of a tempest that threatened to engulf the land.

With grace and fluidity, Zev manipulated his puppets, sending forth Shadow Ensnare threads to wrap around them like strands of darkness. He had come to the battlements to hone his Talents, seeking to improve his mastery over the mysterious powers that he wielded.

For he was not just a puppeteer - he was a paradox, a being of chaotic energies and magic, misunderstood by all who saw him. His quest was to become a whole person, to gain the title of Prime Vassal under a Chaos Lord, and to unlock the secrets of his own being. Yet, he could only see his own status screen in glimpses, unable to fully comprehend his abilities and the extent of his power.

Zev had recently reached the milestone of Level 10 in Shadow Lasso, and was now practicing his distance control. The Village Wise Woman had sold him the first two control rings for a paltry sum of seven gold, but their worth had been proven when he expanded his control to four puppets, each one dancing at his bidding from a distance of fifteen feet.

Yet, Zev knew that he must reach the magic number of twelve before he could leave this place and embark upon his quest. For the whereabouts of the Chaos Lord were unknown, shrouded in mystery and whispers of legend. But Zev was determined to find them, to prove his worth, and to unlock the full potential of his powers.

The wind howled and the palm trees swayed, but Zev remained steadfast, his eyes fixed upon the distant horizon, as he cast forth his Shadow Ensnare threads and prepared to face the unknown.

Zev was a unique being, unlike any other in the world. He was half NPC, half Human Chaos Seed, a combination that had never before been seen. He was on a quest to unlock his full potential, to understand himself and the world around him, and to achieve a higher level of existence.

Zev was a Puppeteer, a skilled manipulator of shadows, a wielder of dark magic. He had trained himself to control his powers and use them to great effect. He was a master of puppetry, able to control others with his strings of darkness, and a master of shadow magic, able to call upon the power of the night to do his bidding.

He journeyed to the Underground City of Orcs, Umour, to find the Chaos Lord, a sage rumored to have the answers he sought. The Chaos Lord laughed when Zev told him of his strange and unprecedented predicament, but he agreed to help. He told Zev of a quest he must undertake, a journey that would lead him through trials and tribulations, that would test his mettle and his mind, and that would ultimately unlock his full potential.

Zev traveled to the ship that was in trouble. He used his shadow magic to secure the boat and bring it safely to the harbor. People lived. The storm raged on.

Zev continued on his journey, his skills and abilities growing stronger with each trial he faced. He defeated enemies and overcame obstacles, using his cunning and his mastery of shadows to always come out on top. He reached level 28, with 726 health points, 535 mana points, and 298 stamina points.

His attributes were impressive, with high scores in strength, dexterity, intelligence, and stealth. He was a master of puppetry and shadow magic, with many other skills and talents at his disposal. He was resistant to shadow, mental, and spiritual attacks, and was marked as a Master of the Shadow Guild and the Mysterious Stranger.

Finally, after many trials and tribulations, Zev completed his quest. He unlocked his full potential, achieving a higher level of existence and understanding. He could finally wear armor, and he was filled with pride and excitement as he looked forward to the path ahead.

Zev stands tall, his arms crossed over his chest as he studies his character sheet with a proud gleam in his eyes. He's a unique creature, a hybrid of both NPC and Human Chaos Seed, with abilities and skills that set him apart from the rest. His Puppetry skills are unparalleled, a master in the art of manipulating shadows and bringing inanimate objects to life. He's honed his skills in shadow magic, stealth, traps, archery, swordsmanship, and even unarmed combat. He's got marks of distinction, including being a Master of the Shadow Guild and bearing the Mark of the Mysterious Stranger. His resistances to shadow, mental, and spiritual attacks are impressive, making him a formidable force to be reckoned with.

As he takes in all the details of his sheet, Zev can't help but feel a sense of accomplishment. He's come a long way, from the early days of his training to his most recent Quest to unlock his full powers and status. He can still feel the thrill of the journey, from the ship he traveled on to the underground city of orcs, Umor, where he finally met the Chaos Lord. The challenges he faced and overcame have only made him stronger, and he's eager to take on whatever comes next.

Zev is proud of his status, and he's not afraid to show it off. He's a hero in his own right, a master of his abilities, and a force to be reckoned with. He's ready for whatever lies ahead, and he's confident that he has what it takes to succeed. With a small smile playing on his lips, Zev turns and heads off into the unknown, eager to continue his quest and make his mark on the world.

zev examins his status page

Name: Zev Race: NPC/Human Chaos Seed Class: Puppeteer Level: 28

Health Points (HP): 726 Mana Points (MP): 535 Stamina Points (SP): 298

Attributes: • Strength: 32 • Dexterity: 40 • Constitution: 28 • Intelligence: 45 • Wisdom: 25 • Charisma: 28 • Luck: 20

Skills: • Puppetry: Master • Shadow Magic: Level 30, 50% to next level • Stealth: Level 24, 69% to next level • Traps: Level 19, 88% to next level • Trap Disarm: Level 19, 97% to next level • Archery: Level 12, 40% to next level • Imbue Arrow: Level 8, 75% to next level • Focus: Level 5, 98% to next level • Double Shot: Level 5, 38% to next level • Drill Shot: Level 3, 90% to next level • Swordsmanship: Level 4, 55% to next level • Small Blades: Level 6, 67% to next level • Unarmed Combat: Level 3, 22% to next level • Pressure Points: Level 3, 68% to next level • Dual Wield: Level 3, 89% to next level • Light Armor: Level 10, 45% to next level • Grace in Combat: Level 7, 68% to next level • Shadow Ensnare: Level 2, 78% to next level • Shadow Lasso: Level 1, 10% to next level

Talents: • Master Puppeteer • Shadow Meld • Mark of the Shadow • Limitless • Gift of Tongues • Fast Learner • Bounty of Life • Psi Bond

Marks: • Master of the Shadow Guild • Mark of the Mysterious Stranger

Resistances: • Shadow: 60% • Mental: 20% • Spiritual: 25%

Zev admires his skills and abilities listed on his status sheet. He worked hard to get to where he is now and the feeling of accomplishment washes over him. He knows that the journey to unlock his full potential is far from over, but for now, he takes a moment to bask in his success.